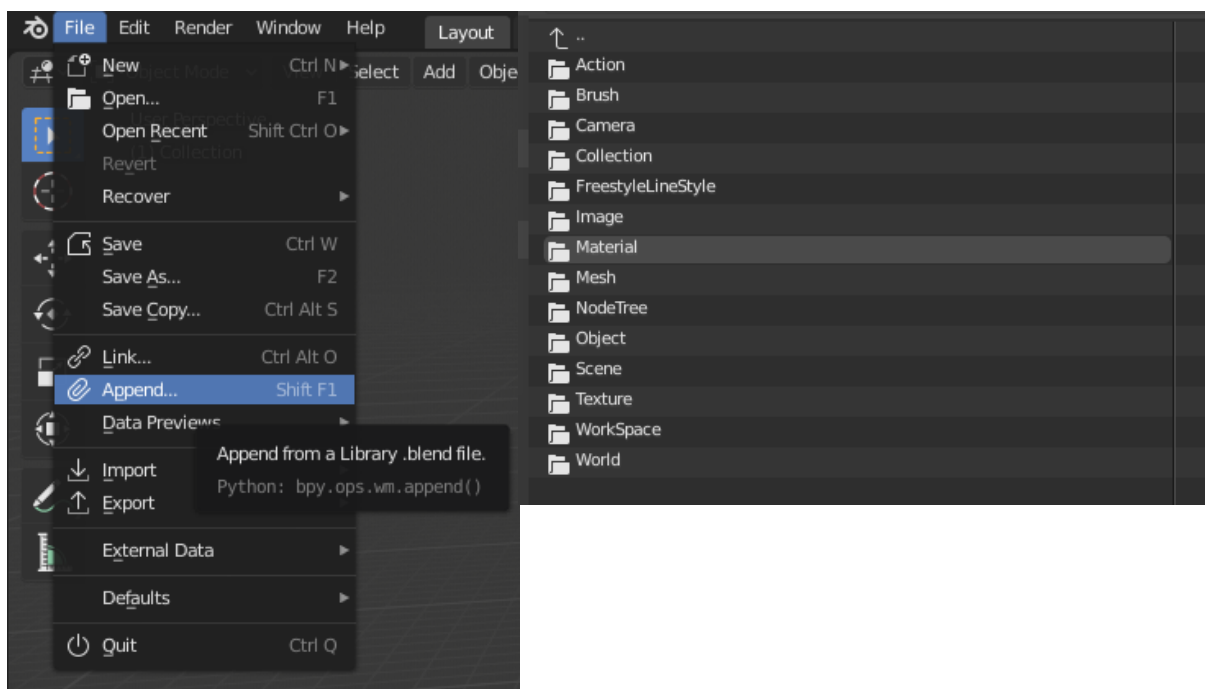


Dermis Shader Documentation

Dermis is a multi-level SSS shader for Blender, inspired by Anders Langland's multi-level SSS shader for Arnold 4. It affords the user more nuanced and intuitive control over skin tones and a more natural look scattering colour and depth. The shader of course gives the nicest looking and most accurate results in Cycles, but it works great for Eevee too.

How To Import the Material into your Scene

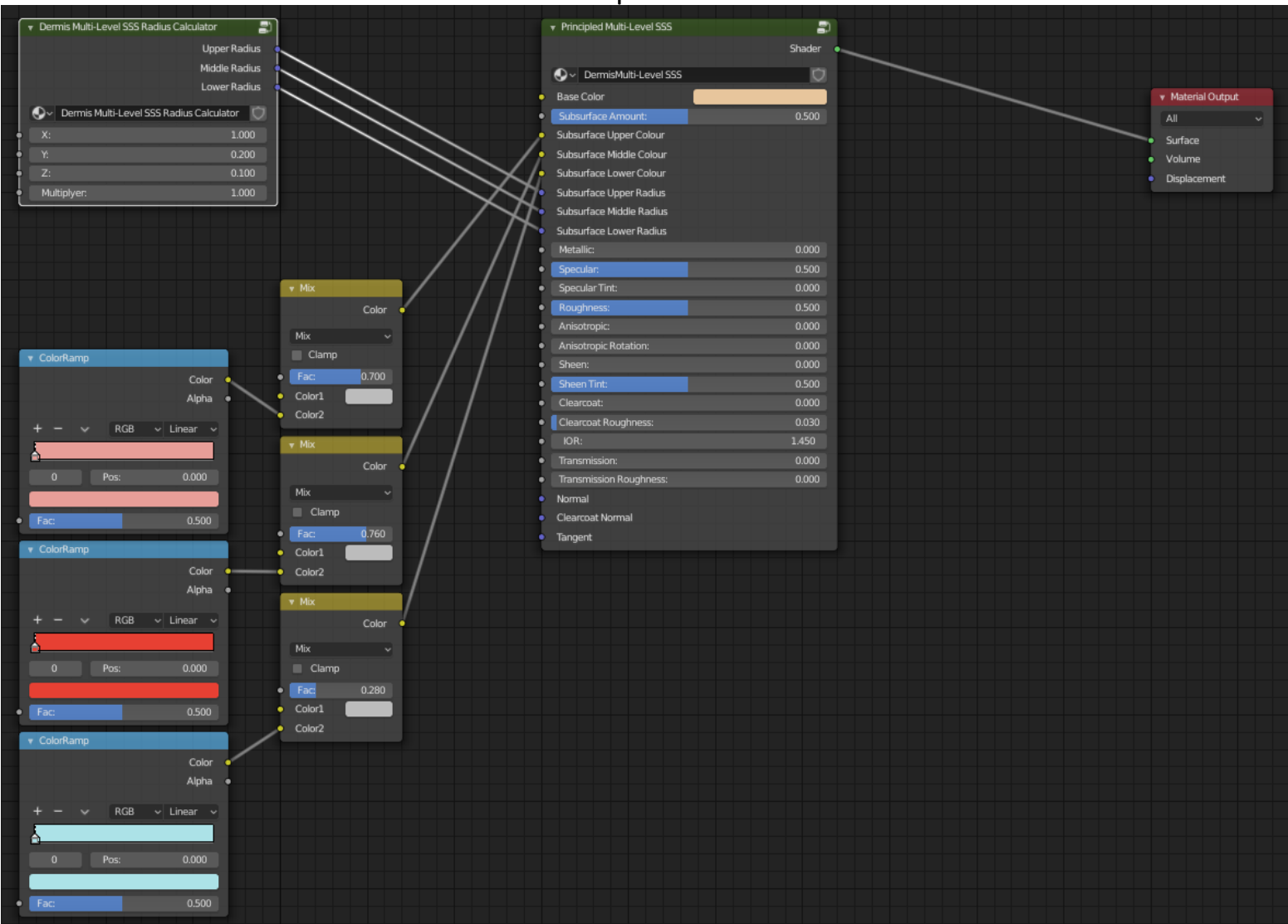
Open the destination scene in Blender and navigate to the file drop down. Select Append, and in the file browser navigate to the .blend file you downloaded from Gumroad. Navigate to the folder within the .blend file called "Materials" and select the material called "Dermis Shader", then click append in the top right of the window.



How to use the Dermis Shader

The Dermis shader offers all the usual controls of a Cycles Principled BSDF Shader node, but with three times as many controls for Sub-Surface Scattering. These controls are present in triplicate, and work in parallel to the Principled node's original SSS component. As such, for more intuitive control, and additional node group, the Multi-Level Radius Calculator, is provided. This node enables the use to enter the usual sub-surface radius vector values one would enter for a normal principled node, along with a multiplier. This multiplier can be considered the main control for the "depth" of the scattering, and it also controls the difference in radius between each SSS layer.

The recommended setup for the shader is as follows:



The colour channels are driven by mix shaders that blend the approximate skin tones for each skin layer (provided by the colour ramp nodes) with either a standard skin albedo texture, or a standard single-layer SSS colour texture. Additionally, in the setup that the shader is supplied in, with no textures used, it should provide a decent no-texture skin shader for stylised characters, although you will probably want to tweak the base colour, and maybe also the SSS colours/mix factors to achieve the desired skin tone. If you're using a scan that has a scattering depth map like the WikiHuman Emily scan (the single scatter map) you should use it to drive the multiplier of the radius calculator, though I recommend using a colour ramp node so you can tweak it to look just right (if you can't get that to work, try using it to drive the mix nodes of the skin tone colour ramps in conjunction with some math/colour ramp nodes).

Please note that by default the skin shader is using the random walk SSS method, which can appear quite dark with some HDRs/lighting setups. This may require you to either increase the

brightness of your scene lighting, or switch the node to Christensen-Burley mode, which you can do by selecting the node and pressing tab to edit the node group, and then changing the scattering method in the drop-down menu for each SSS component.

Cheat Sheet: where to plug in what kind of texture

Any nodes that aren't mentioned should be used as normal for a Principled BSDF node.

Node Input	Texture Type
Base Colour	Albedo/Diffuse/Colour Texture
Subsurface Amount	SSS Weight Texture or Manual Setting
Subsurface Upper/Middle/Lower Colour	Appropriate texture for each layer, or Manual Setting, or use the provided Mix Nodes and Colour Ramps.
Subsurface Upper/Middle/Lower Radius	Multi-Level SSS Calculator or Manual Setting (Calculator is recommended)

If you make anything using these node groups, I'd appreciate it if you could tag me in an instagram post (@neoncreeper) or email me (nathanaeltownsend@googlemail.com) to let me know.